



Governor Douglas A. Ducey

Director Ted Vogt

Francisco Meneses Jr.
Executive Director

## FEBRUARY 27, 2019

# **SPECIAL COMMISSION MEETING AGENDA**

Pursuant to A.R.S. § 38-431.03(A)(3), the Commission may vote to go into Executive Session for the purpose of obtaining legal advice from its attorney on any matter listed on the agenda. Any such Executive Session will not be open to the public.

## A. Call to Order:

1. Roll Call.

# B. License Applications:

1. The 2019 Professional Boxer's **new license application of Mr. Carlos Sandoval** per A.R.S. §§ 5-227, 5-228, and A.A.C. R19-2-C604 (for persons over the age of 36 years old).

### C. Executive Session:

The Commission may vote to go into executive session on any of the foregoing agenda items for legal advice from its attorney pursuant to A.R.S. § 38-431.03(A)(3).

## D. Call to the Commission:

Commission Members wishing to ask questions or make comments must be recognized by the Chair. Action taken as a result of the Commission Members questions and comments will be limited to staff answering questions or directing staff to study the matter or re-schedule the matter for further consideration at a later date.

#### E. Call to the Public:

Those members of the public wishing to address the Commission must identify themselves and be recognized by the Chair. **Time permitting**; each presentation will be given approximately five minutes. Action taken as a result of public comment will be limited to directing staff to study the matter or reschedule the matter for further consideration at a later date.

**F. Announcements:** The next regularly scheduled Commission meeting will be at 10:00 am. on Wednesday, March 13, 2019.

#### **Adjournment**

### Materials

A copy of the agenda and background material provided to Commission Members, which is not exempt by law from public inspection, is available for public inspection at least twenty-four hours in advance of the meeting at the Department of Gaming located at 1110 W. Washington Suite 450, Phoenix, AZ 85007.